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**(54) Board Game**

(57) A board game comprises a playing surface, playing pieces and random chance selector means, in which the board includes an endless primary playing track comprising instruction stations and at least one secondary finite track leading to a terminal zone, each player being representable by a first playing piece on the endless track and a second playing piece on the finite track, movement around the endless track being governed for each player by the random chance selector means, the instruction stations giving directions which govern either movement along the finite track or the acquisition of values towards a declared objective for the player.

Specifically, the game is for educational purposes related to the knowledge and behavioural risks associated with the AIDS virus, and the primary playing track includes "question" instruction stations the answers to which inter alia govern movement along the finite track which is designated as a "risk" track, the winner being the first player to attain the declared objective of collecting certain personal attribute cards, as determined by movement around the primary track, without travelling so far along the risk track as to attain a "maximum risk" status.

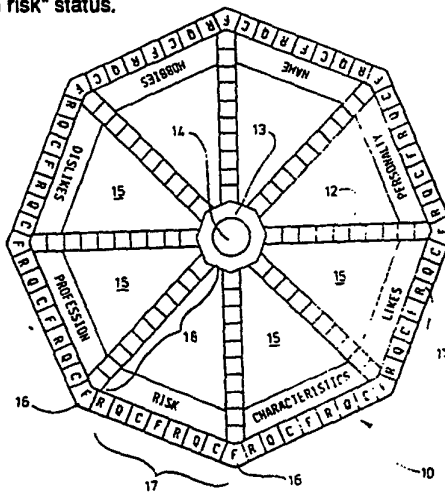


FIG 1

**At least one drawing originally filed was informal and the print reproduced here is taken from a later filed formal copy.**

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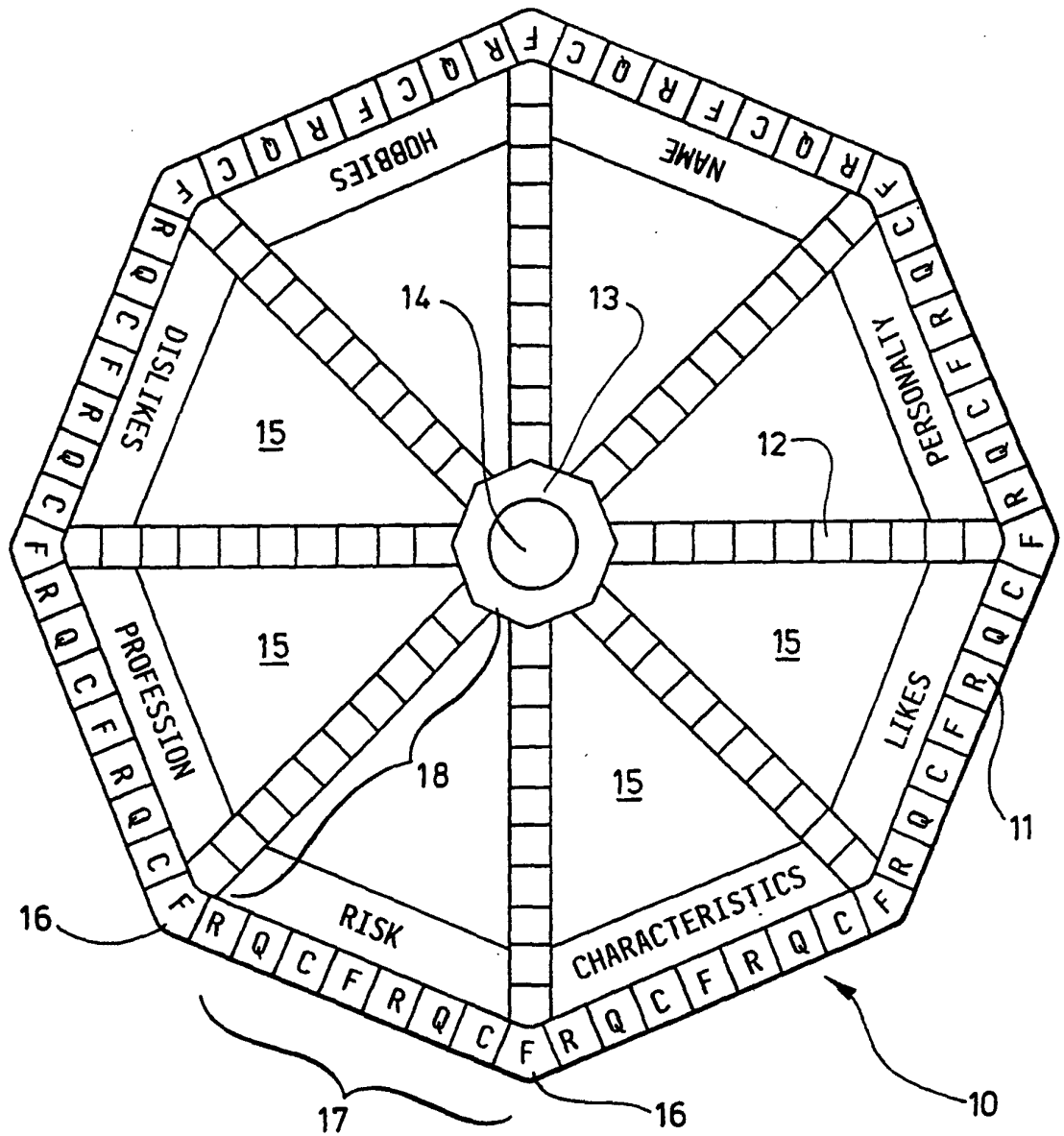


FIG 1

BOARD GAME

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This invention relates to a board game and provides a board game particularly but not exclusively intended to educate the players about the knowledge and behavioural risks associated with contraction of the virus which causes the disease AIDS (acquired immune deficiency syndrome).

According to the invention, a board game comprises a playing surface, playing pieces and random chance selector means, in which the board includes an endless primary playing track comprising instruction stations and at least one secondary finite track leading to a terminal zone, each player being representable by a first playing piece on the endless track and a second playing piece on the finite track, movement around the endless track being governed for each player by the random chance selector means, the instruction stations giving directions which govern either movement along the finite track or the acquisition of values towards a declared objective for that player.

In a board game according to the invention, the winner is the first player to attain the objective without first entering the terminal zone.

Preferably, the game also includes packs of cards which are used in conjunction with the instruction station to determine the extent of progress along the finite track or the nature of the values acquired. Furthermore, each objective, or the total values to be acquired to satisfy each objective, may be indicated on cards. For example, the attainment of an objective may require the acquisition of certain defined values selected from sets of different values, and each set of values may be represented by a set of cards, each card of the set representing a particular value from the set.

Conveniently, for a game intended for a maximum number  $N$  of players, the endless track is either circular or a regular polygon having  $N$  sides, the terminal zone is represented by a central area, and  $N$  finite tracks are provided each extending radially between the central area and the endless track, preferably, where the latter is polygonal, to join the endless track at a corner thereof, thereby dividing the polygon into  $N$  triangular or trapezoidal segments. Each segment may conveniently be used to place a set of cards. The endless track is divided into stations each identified by an instruction code, the codes preferably being arranged in a repeating sequence around the track. Each finite track is preferably divided into a number of unidentified stations between the beginning of the

track, for example where it joins the endless track, and the terminal zone.

In a game according to the present invention and related to the risks of contracting the AIDS virus, the finite track or tracks represent the risk for each player such that his or her position on the finite track indicates his or her risk status, the closer the position towards the terminal zone denoting a higher risk status. Entering the terminal zone denotes attainment of maximum risk and any player entering the terminal zone during a game is regarded as out of play and is barred from further participation in that game, his or her playing pieces being removed from the playing surface.

The objective for each player is preferably to acquire values representing personal qualities or factors relating to a pre-selected fictitious person, such that the winner of the game is the first player successfully to acquire all the values relating to the pre-selected person, thereby being considered to have formed a relationship with that person, without that player himself or herself attaining maximum risk. The fictitious persons may be represented by cards, each card relating to an individual fictitious person and indicating a unique combination of personal qualities

or factors.

As an optional feature, provision may be made for the fictitious persons also to acquire a risk status, such that a player whose pre-selected objective person acquires a high risk factor, or who attains maximum risk, may have an option to abandon that particular person in favour of another, or may potentially acquire a higher risk rating himself or herself as an incentive to abandonment.

The personal qualities or factors are preferably classified in groups as relating to, for example, name, physical characteristics, personality, trade or profession, likes, dislikes, and hobbies and pastimes. Cards relating to personal qualities or factors, hereinafter called "attribute cards", are acquired either by landing on an appropriately designated instruction station on the endless track, or by correctly answering a question relating to the knowledge or behavioural risks associated with the AIDS virus, occasioned by landing on a designated "question" instruction station on the endless track. As an alternative to the acquisition of attribute cards, an answer (correct or incorrect) to a question may cause forfeiture of attribute cards or may affect the risk status of the player concerned, by either increasing or

decreasing the risk status by an indicated number of stations along the finite track. Optionally, general knowledge or other questions unrelated to AIDS may be included and may be selected for answering in preference to an AIDS-related question if, for example, the player concerned is not yet on the finite track.

The risk status may also be influenced by landing on a designated "risk" instruction station on the endless track, which will instruct the player to draw a "risk" card from a pack of such cards. The "risk" cards suggest activities or practices related to the contraction of the AIDS virus and which are known or thought to increase or decrease the risk of contraction, and the player's risk status is altered by a predetermined number of stations accordingly. Alternatively, the risk cards may involve forfeiture of one or more attribute cards.

The risk status may also be altered by landing on a station on the endless track which is designated to alter the risk status independently of any other factor, question or card.

Embodiments of the invention will now be described by way of example with reference to the accompanying drawing, which illustrates a board for up to eight

players.

In the drawing, the board includes an octagonal playing surface 10 having an outer peripheral endless primary playing track 11 and radial finite secondary tracks 12 designated as risk tracks and connecting the outer track to an annular area 14 surrounding a central zone 13 representing maximum risk. The tracks in conjunction with the edge of the annular area divide the playing surface into eight equal trapezoidal segments 15 (four only being indicated for clarity).

Each facettted edge of the octagon is divided into stations, one station 16 being at the outer end of each risk track 12 and seven stations 17 being located between any and all consecutive stations 16. The stations are designated F, R, Q, C in a repeating sequence around the track, beginning with a station 16. Each risk track is divided into ten undesignated stations 18.

The game includes sixty partner cards one or more of which can be dealt to or selected by each player as an objective. Each partner card contains a unique combination of personal details for that partner, including name, physical characteristics, personality, trade or profession, likes, dislikes and hobbies.



Seven sets of attribute cards are also included, each set containing particular character details under one of the above headings and each card in each set displaying on the rear face a colour code for indicating the set to which it belongs and an indication of whether the details, which are displayed on the front face of the card, relate to a male or a female. As indicated in the drawing, each of seven segments on the playing surface is identified by a character designation and may also be colour-coded, so that the segments 15 act as holding areas for the sets of character cards. The eighth segment 15 acts as a holding area for a set of risk cards.

The game also includes a set of question cards and includes the answer and instructions as to how to proceed in the event of correct and/or incorrect answers. Questions may, for example, relate to the theory and practice of so-called "safe sex" or to the use or abuse of drugs and hardware associated therewith.

Each player has two playing pieces and at the beginning of the game places them both on one of the stations 16 not occupied by another player. One piece is for moving around the track 11 according to the throw of dice, preferably two, and the other is for moving along

the risk track between the selected starting station 16 and the central zone 14, according to secondary or indirect results of the first piece landing on one of the F, R, Q and C stations.

In playing the game, each player chooses or is dealt one or more partner cards as an objective for acquiring character cards. Each player in turn then throws dice (preferably two) and moves the indicated number of stations around the track 11. The designations of the stations indicate an instruction to a player landing there, as follows:-

F - (fatal) - increase risk status by one station.

R - (risk) - take a risk card.

Q - (question) - answer a question from a question card, to be asked by another player.

C - (attribute) - take a male or female attribute card, to be retained if required, according to the objective as defined by the partner card or cards held, or replaced at the bottom of the appropriate set if not required.

The question cards are generally intended to test a player's knowledge of behavioural practices, lifestyle, and other social factors which may have a bearing on the risk of contracting, or avoiding the contraction of, the AIDS virus, but may include general knowledge or other questions unrelated to AIDS as well. A correct answer may indicate that a player may, for example, collect one or more attribute cards, or decrease his or her risk status, whereas an incorrect answer may indicate an increase in the risk status or alternatively a further move around the track 11 to the next risk station, or possibly a re-throw of the dice.

The winner of the game is the first player successfully to acquire the requisite character cards as indicated by his or her partner card or cards, without first attaining the maximum risk of contracting the AIDS virus.

Although the invention has been described with reference to the AIDS virus, it could be applied to any other condition where the object of the game is to test or impart knowledge in an amusing way where the consequence is indicated by movement along a secondary playing track of increasing risk, disadvantage or the like.

CLAIMS

1. A board game comprising a playing surface, playing pieces and random chance selector means, in which the board includes an endless primary playing track comprising instruction stations and at least one secondary finite track leading to a terminal zone, each player being representable by a first playing piece on the endless track and a second playing piece on the finite track, movement around the endless track being governed for each player by the random chance selector means, the instruction stations giving directions which govern either movement along the finite track or the acquisition of values towards a declared objective for that player.

2. A board game according to Claim 1, including packs of cards to be used in conjunction with the instruction stations to determine the extent of progress along the finite track or the nature of the values acquired.

3. A board game according to Claim 1 or Claim 2, in which the attainment of an objective requires the acquisition of certain defined values selected from sets of different values.

4. A board game according to Claim 3, in which each set of values is represented by a set of cards, each

card of the s t representing a particular value.

5. A board game according to any preceding claim, in which the primary playing track includes "question" instruction stations, the answer to which governs movement along the finite track or the acquisition of values towards the declared objective.

6. A board game according to any preceding claim and related to the risk of contracting the AIDS virus, in which the finite track represents risk, the closer the position of a playing piece towards the terminal zone denoting higher risk status.

7. A board game according to claim 6 in which each player acquires values representing personal qualities or factors relating to a pre-selected fictitious person, each such person being characterised by a unique combination of qualities or factors.

8. A board game according to Claim 7, in which the fictitious person may also acquire a risk status.

9. A board game according to any of Claims 5 to 8, in which the questions either relate to knowledge or behavioural risks associated with the AIDS virus or, at the option of the player and depending on his risk

status, to general knowledge subjects.

10. A board game substantially as hereinbefore described with reference to and as illustrated in the accompanying drawing.